

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method of asset management and distribution for use in a content distribution network, the content distribution network includes a central content management system that acquires digital assets for distribution to on-demand serving locations for on-demand delivery to users, each digital asset includes a package of files, the files being processed prior to distribution from the central management system to provide trick mode support, the method comprising:

breaking up the digital asset at the central content management system into chunks for departure;

utilizing a pipelined distribution process between the central content management system and the serving locations for the digital asset chunks, each chunk including a well-defined segment of content with trick mode support and any appropriate reconstruction rules to assemble with prior and next chunks at the serving locations; [[and]]

re-assembling the digital asset chunks arriving at the serving locations to recreate the digital asset with trick mode support; and

serving the digital asset from a serving location to a user.

2. (Original) The method of claim 1 wherein the digital assets include video on-demand (VOD) assets and wherein the on-demand serving locations include VOD serving locations.

3. (Original) The method of claim 1 wherein the digital assets include audio on-demand assets and wherein the on-demand serving locations include audio on-demand serving locations.

4. (Currently Amended) A method of asset management and distribution for use in a content distribution network, the content distribution network includes a central

content management system that acquires digital assets for distribution to on-demand serving locations for on-demand delivery to users, each digital asset includes a package of files, the files being processed prior to distribution from the central management system to provide trick mode support, the method comprising:

breaking up a first digital asset at the central content management system into first chunks for departure;

breaking up a second digital asset at the central content management system into second chunks for departure;

utilizing a pipelined distribution process between the central content management system and the serving locations for the first chunks and second chunks, wherein first chunks and second chunks depart from the central content management system and enter the pipelined distribution process on a priority basis, each first chunk including a well-defined segment of content with trick mode support and any appropriate reconstruction rules to assemble with prior and next first chunks at the serving locations, each second chunk including a well-defined segment of content with trick mode support and any appropriate reconstruction rules to assemble with prior and next second chunks at the serving locations;

re-assembling the first digital asset chunks arriving at the serving locations to recreate the first digital asset with trick mode support; [[and]]

re-assembling the second digital asset chunks arriving at the serving locations to recreate the second digital asset with trick mode support;

serving the first digital asset from a serving location to a user; and
serving the second digital asset from a serving location to a user.

5. (Original) The method of claim 4 wherein the digital assets include video on-demand (VOD) assets and wherein the on-demand serving locations include VOD serving locations.

6. (Original) The method of claim 4 wherein the digital assets include audio on-demand assets and wherein the on-demand serving locations include audio on-demand serving locations.

7. (Currently Amended) A content distribution network comprising:

a central content management system that acquires digital assets for distribution, each digital asset including a package of files, the files being processed prior to distribution from the central content management system to provide trick mode support, wherein the central content management system breaks up the digital asset into chunks for departure;

a plurality of on-demand serving locations receiving distributed digital assets for on-demand delivery to users, wherein the plurality of on-demand serving locations re-assemble the arriving digital asset chunks to recreate the digital assets with trick mode support; and

a pipelined distribution process implemented in the content distribution network between the central content management system and the plurality of on-demand serving locations for distributing the digital asset chunks in a pipelined fashion, each chunk including a well-defined segment of content with trick mode support and any appropriate reconstruction rules to assemble with prior and next chunks at the serving locations.

8. (Original) The system of claim 7 wherein the digital assets include video on-demand (VOD) assets and wherein the on-demand serving locations include VOD serving locations.

9. (Original) The system of claim 7 wherein the digital assets include audio on-demand assets and wherein the on-demand serving locations include audio on-demand serving locations.

10. (Original) The system of claim 7 wherein the pipelined distribution process receives chunks of multiple digital assets departing from the central content management system that enter the pipeline on a priority basis, and distributes the chunks such that they arrive at the serving locations to recreate the multiple digital assets with trick mode support.

11. (Currently Amended) A method of asset management and distribution for use in a content distribution network, the content distribution network includes a central content management system that acquires digital assets for distribution to on-demand serving locations for on-demand delivery to users, each digital asset includes a package of files, the files being processed prior to distribution from the central management system to provide trick mode support, the method comprising:

utilizing a pipelined distribution process between the central content management system and the serving locations for a digital asset, the digital asset being broken up into digital asset chunks during at least a portion of the pipelined distribution process, each chunk including a well-defined segment of content with trick mode support and any appropriate reconstruction rules to assemble with prior and next chunks at the serving locations.

12. (Previously Presented) The method of claim 11 further comprising:
breaking up the digital asset at the central content management system into chunks for departure.

13. (Currently Amended) The method of claim 11 further comprising:
re-assembling the digital asset chunks arriving at the serving locations to recreate the digital asset with trick mode support; and
serving the digital asset from a serving location to a user.

14. (Previously Presented) The method of claim 11 wherein the digital assets include video on-demand (VOD) assets.

15. (Previously Presented) The method of claim 11 wherein the digital assets include audio on-demand assets.

16. (Currently Amended) A method of asset management and distribution for use in a content distribution network, the content distribution network includes a central content management system that acquires digital assets for distribution to on-demand serving

locations for on-demand delivery to users, each digital asset includes a package of files, the files being processed prior to distribution from the central management system to provide trick mode support, the method comprising:

utilizing a pipelined distribution process between the central content management system and the serving locations for first and second digital assets, the first and second digital assets being broken up into first chunks and second chunks during at least a portion of the pipelined distribution process, wherein first chunks and second chunks are handled by the pipelined distribution process on a priority basis, each first chunk including a well-defined segment of content with trick mode support and any appropriate reconstruction rules to assemble with prior and next first chunks at the serving locations, each second chunk including a well-defined segment of content with trick mode support and any appropriate reconstruction rules to assemble with prior and next second chunks at the serving locations.

17. (Previously Presented) The method of claim 16 further comprising:
breaking up the first digital asset at the central content management system into first chunks for departure; and
breaking up the second digital asset at the central content management system into second chunks for departure.

18. (Currently Amended) The method of claim 16 further comprising:
re-assembling the first digital asset chunks arriving at the serving locations to recreate the first digital asset with trick mode support; [[and]]
re-assembling the second digital asset chunks arriving at the serving locations to recreate the second digital asset with trick mode support;
serving the first digital asset from a serving location to a user; and
serving the second digital asset from a serving location to a user.

19. (Previously Presented) The method of claim 16 wherein the digital assets include video on-demand (VOD) assets.

20. (Previously Presented) The method of claim 16 wherein the digital assets include audio on-demand assets.